# OldUnreal (Engine)

forums, downloads, community, support and development for Unreal, UnrealTournament and other UnrealEngine 1/2 based games

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For direct access use https://forums.oldunreal.com

It's been quite a while since oldunreal had an overhaul, but we are moving to another server which require some updates and changes. The biggest change is the migration of our old reliable YaBB forum to phpBB. This system expects you to login with your username and old password known from YaBB.
If you experience any problems there is also the usual "password forgotten" function. **Don't forget to clear your browser cache!**
If you have any further concerns feel free to contact me: Smirftsch@oldunreal.com

## [HP1] The Philosopher's/Sorcerer's Stone

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**Smirftsch**
Administrator

**Posts:** 8793
**Joined:** Wed Apr 29, 1998 10:00 pm

**[HP1] The Philosopher's/Sorcerer's Stone**
by **Smirftsch** » Thu Jul 16, 2015 6:36 am

**Wikipedia:**
https://en.wikipedia.org/wiki/Harry_Pot ... ideo_game)

**Developer:**
KnowWonder

**Engine version:**
433 (Unicode)

**General Info:**

http://harrypotter.wikia.com/wiki/Harry ... ideo_game)
http://harrypotter.wikia.com/wiki/Harry ... _(PC,_Mac)

**Official Patch:**
http://coding.hanfling.de/launch/mirror ... te-eng.exe

**The Cutting Room Floor:**
https://tcrf.net/Harry_Potter_and_the_S ... Macintosh)

**Notes:**
Game does not include an UnrealEd/UCC, but does include an Editor package.
Game is singleplayer only, but includes an IpDrv/IpServer package.
Game sources were **not** partially stripped unlike in later KnowWonder games (HP2, BB, HP3).

**Editing Notes:**
There is a port of UnrealEd 2.1 available at http://harrypottereditor.net/
ScriptSource and UCC is available at http://www.oldunreal.com/cgi-bin/yabb2/ ... 1445541914

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Last edited by **Smirftsch** on Sat Feb 04, 2017 12:37 pm, edited 1 time in total.

Sometimes you have to lose a fight to win the war.

User avatar

**Re: The Philosopher's/Sorcerer's Stone (HP1)**
by **Solid_Snake FirePhoenix** » Sun Aug 02, 2015 12:16 am

I have this game and nerf arenablast lol I never knew ho and the ss was an unreal engine game!

**Solid_Snake FirePhoenix**
OldUnreal Member

**Posts:** 153
**Joined:** Fri Jul 31, 2015 4:16 am

http://firephoenix.freeforums.net/

User avatar

**Re: The Philosopher's/Sorcerer's Stone (HP1)**
by **CleverCaviar** » Mon Oct 19, 2015 7:59 am

Hello.

I can make a new topic if that's preferred.

**CleverCaviar**
OldUnreal Member

**Posts:** 5
**Joined:** Mon Oct 19, 2015 5:50 am

Has anyone had any joy getting the first three Harry Potter games working on Windows 10 64bit?

A Youtube link with someone detailing their issues with the first game:
https://www.youtube.com/watch?v=7m9z-Ba764c

Any help appreciated, quite a few of these Unreal 1 engine games are giving me grief: DS9 fallen, KHG.

User avatar

**han**
Global Moderator

**Posts:** 686
**Joined:** Wed Dec 10, 2014 12:38 am

**Re: The Philosopher's/Sorcerer's Stone (HP1)**
by **han** » Mon Oct 19, 2015 12:30 pm

Try disabling DEP or adding an exception for the game.

If that doesn't work, nopaste the log files.

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Last edited by **han** on Mon Oct 19, 2015 12:40 pm, edited 1 time in total.

HX on Mod DB. Revision on Steam. Löffels on Patreon.

**Smirftsch**
Administrator

**Posts:** 8793
**Joined:** Wed Apr 29, 1998 10:00 pm

**Re: The Philosopher's/Sorcerer's Stone (HP1)**
by **Smirftsch** » Tue Oct 20, 2015 6:49 am

yes, only can repeat this, obviously not often enough- always need logfiles to make any judgement at all. Can use some pastebin or if you want to copy it in here, please use the # symbol in the forum's texteditor to make it "Code".

Sometimes you have to lose a fight to win the war.

User avatar

**CleverCaviar**
OldUnreal Member

**Posts:** 5
**Joined:** Mon Oct 19, 2015 5:50 am

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **CleverCaviar** » Wed Feb 03, 2016 2:50 pm

Much, much later... (I forgot to provide any update sorry), I got HP1 working, in Windows10, 64bit. The fix it seems is to use a nocd crack (or other, more legit ways of removing SecuROM/SafeDisc etc from the exe). If such advice falls afoul of forum rules, my apologies in advance and if a mod could remove the post, that'd be appreciated.

I honestly thought I'd tried this when I posted (when I did buy games on discs, it was the first thing I did), but I must have got mixed up.

Not tried the other HP Unreal games, yet. Got other issues with DS9 and KHG to solve also.

User avatar

**Victor Delacroix**
OldUnreal Member

**Posts:** 461
**Joined:** Sun May 21, 2006 2:16 pm

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **Victor Delacroix** » Sat Feb 06, 2016 12:28 pm

> Much, much later... (I forgot to provide any update sorry), I got HP1 working, in Windows10, 64bit. The fix it seems is to use a nocd crack (or other, more legit ways of removing SecuROM/SafeDisc etc from the exe). If such advice falls afoul of forum rules, my apologies in advance and if a mod could remove the post, that'd be appreciated.

I think it no longer does as per the U.S. law which is pretty much enforced globally via the DMCA (Digital Millennium Copyright Act) - last I heard it recently got an update. It is now legal to use cracks if the protection isn't supported by modern operating systems. Thank the gods for this much-needed update because frankly, it's idiocy when a protection system is disabling a legit user from running the game. Quite simply put: if SafeDisc or SecuROM or god forbid StarForce disallows you from running software on current OS, you don't need to feel bad or shady by applying a crack on your legally purchased game.

**[]KAOS[]Casey**
OldUnreal Member

**Posts:** 4385
**Joined:** Sun Aug 07, 2011 4:22 am
**Location:** over there

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **[]KAOS[]Casey** » Sat Feb 06, 2016 6:32 pm

Regardless if the OS supports it or not the DRM is made to prevent pirates from using the software, if I have any issues with games I own because of cracks I just crack them anyway. As long as you're not then giving away the crack and game to someone else who doesn't legitimately own the game you're fine.

That said, I don't think anyone even still sells this game so it's already in a legal grey area for support/sales..

User avatar

**chamberly.**
OldUnreal Member

**Posts:** 54
**Joined:** Mon Jan 26, 2015 12:56 pm

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **chamberly.** » Fri Jun 10, 2016 8:49 pm

Interesting. I'll have to check this out.

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**Victor Delacroix**
OldUnreal Member

**Posts:** 461
**Joined:** Sun May 21, 2006 2:16 pm

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **Victor Delacroix** » Sat Jun 11, 2016 7:31 am

harrypottereditor.net no longer opens - any mirrors?

User avatar

**gopostal**
OldUnreal Member

**Posts:** 1003
**Joined:** Thu Jul 31, 2008 9:29 pm

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **gopostal** » Tue Jun 28, 2016 2:54 am

I found the editor D. It's an exe but I scanned it then installed it on my backup computer. Seems to be legit and didn't do anything weird. If you still want it drop me an email and I'll send it to you.

BTW it looks like the editor forces you to use 227h.

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Last edited by gopostal on Tue Jun 28, 2016 2:59 am, edited 1 time in total.

I don't want to give the end away
but we're all going to die one day

**BobIsUnreal**
OldUnreal Member

**Posts:** 790

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **BobIsUnreal** » Tue Jun 28, 2016 5:18 am

KoopsHarryPotterEditor.exe works
but it is bizzare if you go into the technical details of how it works.,
some day i will do a write up ,

**Joined:** Mon Apr 12, 2010 12:34 am

its clever the use of proxy files / paths/dummy files/modified core to have a editor that works with a totally different game, just to bad it uses a obsolete build of a a unofficial patch.

User avatar

**gopostal**
OldUnreal Member

**Posts:** 1003
**Joined:** Thu Jul 31, 2008 9:29 pm

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **gopostal** » Tue Jun 28, 2016 12:58 pm

My wife came up yesterday and said "You know, I never finished the first HP game? I wish I had." So I went and got it for her and put it on her laptop. Man, that game did not age well....

Anyway the directory structure looked just like a mod would so I started opening the packages. The music is very good, in fact it's all pretty good. I'm surprised that no one has posted the resources. Did you ever do that B or just see if you could open it?

I don't want to give the end away
but we're all going to die one day

**BobIsUnreal**
OldUnreal Member

**Posts:** 790
**Joined:** Mon Apr 12, 2010 12:34 am

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **BobIsUnreal** » Tue Jun 28, 2016 11:19 pm

anim for that are not exportable iirc the model format is a custom hybrid.,
only static models( witch is what makes the editor amusing- it uses a set of dummy models for placement and the original game models with the same object names are called during play,

i think all the texture files work out of the box , but i cant recall.
the map i exportred had some bsp issues , and without the models for deco its kinda boring/nonsencable

User avatar

**gopostal**
OldUnreal Member

**Posts:** 1003
**Joined:** Thu Jul 31, 2008 9:29 pm

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **gopostal** » Wed Jun 29, 2016 1:49 am

You want me to ask Gildor to see if he would update UModel to convert them?

I don't want to give the end away
but we're all going to die one day

**Re: HP1: The Philosopher's/Sorcerer's Stone**

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by **Victor Delacroix** » Thu Jun 30, 2016 1:56 pm

Kelly, if you can, mirror the editor over here. Easier that way, I think.

**Victor Delacroix**
OldUnreal Member

**Posts:** 461
**Joined:** Sun May 21, 2006 2:16 pm

User avatar

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **han** » Fri Jul 01, 2016 5:18 pm

> Man, that game did not age well....

I disagree on this one. The only real issue are the truncated UI elements in widescreen resolutions. While the 1.1 Patch already fixed lots of the UI issues of the RTM version, a recompiled launcher and the mostly stock ut436opengldrvsrc with some HP1 specific code added work fairly well.

You should get give the precompiled binaries out of this one a try:
http://www.oldunreal.com/cgi-bin/yabb2/ ... 1445541914

HX on Mod DB. Revision on Steam. Löffels on Patreon.

**han**
Global Moderator

**Posts:** 686
**Joined:** Wed Dec 10, 2014 12:38 am

User avatar

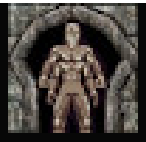
**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **makemeunreal** » Tue Jul 12, 2016 7:44 pm

Could you please upload it?
Cuz the links are down. :\

**makemeunreal**
OldUnreal Member

**Posts:** 484
**Joined:** Sat Mar 23, 2013 7:51 pm

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **BobIsUnreal** » Wed Jul 13, 2016 3:45 am



**BobIsUnreal**
OldUnreal Member

**Posts:** 790
**Joined:** Mon Apr 12, 2010 12:34 am

http://bobisunreal.com/publicfacingfile ... Editor.exe

you need this
http://www.unrealtexture.com/Unreal/Dow ... tch227h.7z
and some clean copy of unrealgold to use to install the 227h patch
to go with it , you will understand later why 😃

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Last edited by BobIsUnreal on Wed Jul 13, 2016 3:46 am, edited 1 time in total.

User avatar

**makemeunreal**
OldUnreal Member

**Posts:** 484
**Joined:** Sat Mar 23, 2013 7:51 pm

**Re: HP1: The Philosopher's/Sorcerer's Stone**
by **makemeunreal** » Wed Jul 13, 2016 12:10 pm

Thanks!

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